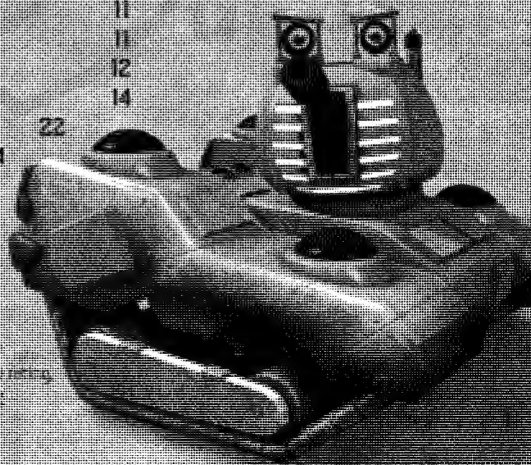


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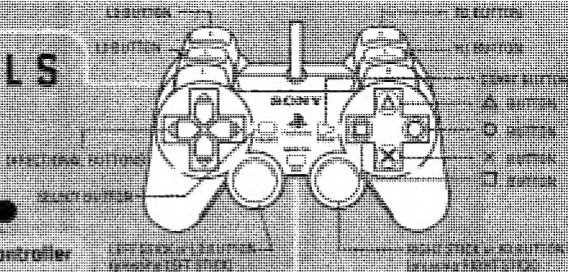
"AS YOU CAN SEE  
THERE'S MORE  
TO ME THAN MEETS  
THE EYE!!!"



## ESRB RATING

This product has been rated by the  
Entertainment Software Rating Board.  
For information about the ESRB rating or to  
comment about the appropriateness of the rating,  
please contact the ESRB at (800) 771-3772.

## CONTROLS







<b>R1</b>	Maneuver right	
<b>L1</b>	Maneuver left	
<b>UP</b>	Move forward	Double tap up to turbo boost forward
<b>DOWN</b>	Move backward	Double tap down to turbo boost in reverse
	Jump	Press and hold to activate hover jets
	Fire weapons	
	Deploy heavy luxury tanks	Press and hold to manually control the Tuffs
	Speak	
<b>R2</b>	Rotate main turret counter-clockwise	
<b>L2</b>	Rotate main turret clockwise	
<b>L3</b>	Bridge left	Double tap to roll left
<b>R3</b>	Bridge right	Double tap to roll right
<b>LEFT STICK</b>		Maneuver Tuff Tank
<b>L3 BUTTON</b> (pressing LEFT STICK)		Jump/activate hover jets
<b>RIGHT STICK</b>		Rotate's main turret
<b>R3 BUTTON</b> (pressing RIGHT STICK)		Fire weapons
<b>START</b>	Pauses the game	Press the <b>START BUTTON</b> , then press the
<b>SELECT</b>	Brings up weapons/tank allocation screen	<b>SELECT BUTTON</b> to bring up options

Figure 40 illustrates how the same job file is submitted to the PlayStation network using the same PSNDA, SSNAT, SITEID, and PSNAT ID (PSNAT ID is the PSNAT ID of the PlayStation Network).

## INTRODUCTION

**SenTrax: We bring you peace...one war at a time!**

Maybe SenTrax was too big, or it was worse than that...far worse. The realm of SenTrax was at ground-zero when the mega-corporation had just taken over the Department of Defense; its employees had thought that nothing could stand in their way. But now SenTrax had just suffered its first defeat. The people had spoken with their votes — "No more war!" The "unstoppable robot war machine" concept just wasn't flying with the public, and unless SenTrax could think up something fast, it was doomed.

Enter Boody Warsaw, President, and CEO of a public relations firm to be reckoned with. It told the General and his lackeys just what they had done wrong and how to fix it. Boody Warsaw had a vision for the future — cute killing machines. America wanted them, no, America needed them. Intelligent robots that would fight wars so humans wouldn't have to. Loss of human life in battle would be a thing of the past. Selling this concept to the American people would be a snap. All SenTrax needed was a mascot.

Thus, SenTrax's most wholesome, benign, non-toxic technology, "Tiny Tank," became a reality. Tiny reluctantly did a bring-up job and the public voted overwhelmingly to fund the SenTrax project. What neither the public nor SenTrax expected was a robot revolution led by MuTank, Tiny's arch-enemy.

Mutank was certain that he had destroyed Tiny Tank, but he didn't count on the herds of microscopic Fix-It Gears that were slowly rebuilding Tiny. After 100 years of robot rule, Tiny was reborn, fully repaired and ready to crush Mutank. Charged with the Herculean task of saving the world, Tiny is humanity's only hope for survival.

**"I THINK  
THEREFORE  
I AM"**

And now, the future is in your hands.

## STARTING THE GAME

### Menu system

There are four different selections available in this system, which you can switch through by stepping a new title on the metal plate. Press up or down on the D-pad and Buttons to change your selection.

### Begin a new game

Select this to open up a fresh copy of Forever Wup-Ass.

### Load a saved game

Load a saved game from your Memory Card.

### Access the Options Screen

Here you can change the difficulty of the game, or customize your controls. There are three modes of difficulty available — Easy, Normal, and Hard. The harder the level of difficulty, the more shots it takes to destroy enemies and the less shots it takes to destroy Tiny. The default difficulty setting is Normal.

### Wup-Ass for two

Tiny Tank has two distinct game modes. In 1-player mode Tiny must complete 13 missions to ultimately destroy Mutank and defeat the SenTrax Army. In 2-player Battle Mode, each player controls his own Tiny Tank in a battle to the death against each other.





"WHAT ARE YOU  
LOOKING AT,  
STRANGER?"

## TINY'S FEATURES AND FUNCTIONS

Tiny looks like he's cute, but his state-of-the-art weapons system is powerful enough to crush an entire army. Tiny can salvage the debris of his unlucky foes simply by driving over the destroyed enemy. His internal systems will then appropriate new assets accordingly, increasing his powers as he destroys more and more enemies. Tiny can generally collect three kinds of debris: Nanometal, Positronic Brains and most importantly, **WOPPOUSH**.



### Nanometal

One of the items Tiny can collect is Nanometal. Nanometal was used to create the SenTrax army, and as such Tiny can recycle it for his own use. The lower bar in the upper-left corner of the HUD represents the amount of Nanometal currently stored by Tiny. Nanometal is important because it allows Tiny to regenerate his Fuel Tanks, Teeny Woody Tanks and his Life Gauge. Tiny's internal systems constantly monitor his condition and will repair any damage or rebuild other resources by using a portion of his stored Nanometal. Without Nanometal, Tiny can't regenerate any of his systems.

### Positronic Brains (P-brains)

While P-brains are the least common of all debris, they are the most valuable. Tiny needs Brains to run his internal systems, and while he's already a pretty smart cookie, he gets even smarter when he has more P-brains. Tiny can use the P-brains to boost his regenerative functions, automate his offensive systems, or enhance his defensive systems. The more P-brains Tiny has, the more systems he can automate and the more efficient he becomes.



## WEAPONS

When Tiny destroys an enemy, it will typically drop some of its weapons. By driving over them, Tiny will acquire and allocate these weapons to one of four weapons ports on its corners. Tiny can be equipped with up to four "corner guns" at a time in addition to the turret cannon. You can also assign his weapons to different port numbers (see page 111). By assigning more and more Ports to the weapons systems, they begin to target enemies more accurately and increase their auto-fire rates.

### Gatling Gun

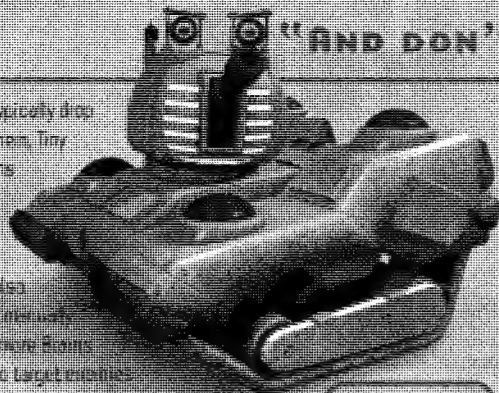
100mm-caliber gun using explosive, armor-piercing Class B Titan rounds. Rapid auto-fire capability.

### XA-12 Rocket

Guided and heat-seeking delivery, carrying 2-Megaton atomic warheads.

### Mortar

Blow-mag delivery system utilizing staged pulse technology for highest concussive potential.



"AND DON'T

FORGET MY 80 MM CANNON FOR A NOSE!"

### Freeze Gun

Super-cooling jets deliver concentrated blasts of near-absolute zero frost/slag.

### Super Blaster

Delivers highly explosive Z-17 fission rounds, capable of shattering solid rock up to three meters thick.

### Pop Gun

Standard MicroTank issue. Delivers "Zinger" payload via high-density Polytroil discharge.

### Plasma Blaster

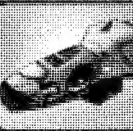
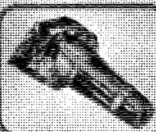
Fusion nuclear reactor capable of creating super-concentrated Plasma fields. Can create larger, more powerful Plasma fields if charged for several seconds.

### Flame thrower

Amazingly simple yet highly powerful weapon which shoots out a concentrated blast of flame at approximately 2000 degrees Kelvin.

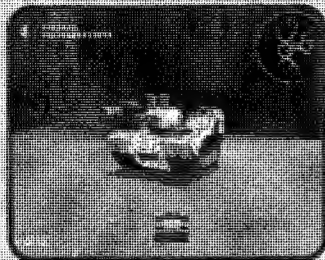
### Impulse gun

Spirit-induced, high-powered plasma blast, utilizing fusion nuclear reactor in tandem with Zinger payload. Highly destructive.



## TEENY WEENY TANKS

Teeny Weeny Tanks (TWT) are extremely small versions of Tery which have three functions depending on the number of brains allocated to them.



**No Brains** - The TWTs are simply designed to HUNT. When launched they will search out nearby enemies and attempt to destroy them by running into them and exploding.

**1 Brain** - The TWTs will be set to GATHER. When launched, they will pick up dropped resources (brains, guns, nonmetal) within a short distance, and bring them back to Tery.

**2 Brains** - The TWTs will be set to PROTECT. When launched, they will begin to circle around Tery, moving where Tery moves, and will attempt to protect Tery from his enemies.

It requires five bars of Nonmetal to create one TWT. New TWTs are not produced until all TWTs have been used.

TWTs are fully automated, but can be piloted manually by holding down the Circle button while using the Directional Buttons to steer them.

"SAY HELLO  
TO MY LITTLE  
FRIENDS!!!"



## ALLOCATING WEAPONS

When Tery drives over a weapon, his internal systems will automatically assign it to the closest corner gun port. You can manually reassign weapons to different corner ports on Tery's body using the Positronic Brain System Allocation Display (PSAD). The small boxes in the center of the system allocation display screen are weapon buffers. Use either the D-pad or the Triangle and X buttons to scroll through the weapons. Pressing the Square button or left on the D-pad will send a selected weapon to the buffer. Then, move the weapon to the cache of the desired weapon port and press the Circle button or right button on the D-pad to assign the weapon to that port. Any weapons remaining in the cache will be assigned to the next available weapon port. By assigning a single brain to any weapon, it will remain locked in place no matter how many different kinds of weapons Tery collects. Unlocked weapons will be replaced automatically when new ones are collected, regardless of whether they are more powerful than the weapon being collected.



## ALLOCATING BRAINS

As described under "Tery's Features and Functions," Tery can allocate Positronic Brains to several weapons systems using the PSAD. Tery's brains are stored in the main system brain cache, represented by the large, open window on the left. Tery can assign brains to any of his weapons or Teeny Weeny Tanks simply by highlighting the desired system and sending brains its way. To navigate the PSAD, you can either use the D-pad or the Triangle and X buttons to scroll through the available systems. Pressing the Circle button or right on the D-pad will send a brain from the main system to the highlighted system. Pressing the Square button or left on the D-pad will return a brain from the highlighted system to the main system. The power of Tery's main operating system decreases when he removes brains from the main system cache and assigns them to independent weapons systems.



## BATTLEFIELD DETAIL

Tiny's mission will test his mettle (er... metal?) in 13 expensive and dangerous war zones. OBE, an orbiting satellite outside of SenTrex's control, has given us a glimpse of what lies ahead through a number of intelligence surveys. Listen to OBE to discover your mission objectives, and listen to Tiny for rumormongers and possible clues (he likes to talk to himself from time to time). When Tiny completes a mission, a mobile rocket platform will (and, ready to transport Tiny to his next mission, just saddle up and you'll automatically be lifted away. Here's a glimpse of what you can expect in each mission.



### Dead River Canyon

The Revolutionary Steel Army's least-protected embattlement is located in this vast, remote canyon.



### Mortar-Villa Airfield

This area is used to load and launch an incredibly vast and powerful cargo ship, providing Nanometal to MuTank's troops worldwide.

### Raw Material Nano Mine

This underground facility mines the raw material used to make Nanometal.

### Desert Robo-Train

Material used to make positronic brains is carried on the trains, which glide silently through this heavily protected area.



### Nanometal Curing & Cooling Center

Nanometal ingots are forged and cooled here before being stored for safe-keeping.



### The Nanometal Mountain

This is where the SenTrex Army stores the bulk of their Nanometal reserves.

### Underground Recycling Plant

This area serves as the Revolutionary Steel Army's Nanometal recycling headquarters.

### Atmospheric Reduction Center

SenTrex uses this facility to eliminate the earth's oxygen, one big gas at a time.

### Magneto Synchrotron Transporter

The autotronic snake, code-named "Slither," guards the experimental transportation system being developed.

### The Frozen Lake

The Revolutionary Steel Army's largest and most threatening aircraft carrier has hidden in this winter wonderland.

### Mount MuTank

High atop its lofty peak, the Revolutionary Steel Army's most critical information satellite broadcasts MuTank's orders around the globe.

### The Rail Gun Launcher

The high-speed Rail Gun launches SenTrex robots into space and directly to MuTank's secret orbiting fortress.

### The Maze

OBE's intelligence indicates that MuTank is gearing up for a final confrontation in his orbiting fortress.





# INCOMING MESSAGES

----- SUBJECT: It's Charge here-----

FROM: General (Ret.) Hank Bradley, JCS 20000

To: "Cuddles" Ames, Director, Death Machine Division  
 Doug Copy, Mechanicians, Barb  
 Hank Intelligence, BRANK A SUCH  
 Robert Tober, Human Resources  
 President Dorothy "Dot" Gov, Former  
 "Senator Bill"  
 Bob the Spy, Pentagon Government  
 Rick Surgen, Special Operations, Dept. of Overview  
 Oversight, and Oversight

Well, the stockholders who comprise this rotten  
 Sentrax and the US Dept. of Defense are now the  
 semi-private company we call Sentrax. As far as  
 I'm aware the fuck slips. In about 100 years we  
 want to keep our funding. It's time to turn  
 our backs on the old money and go to work  
 The way I see it, we got the money, we got the  
 steel, we got the steel, what are we waiting for  
 or going to.

g-2000

----- Subject: MAF OF MAF-----

FROM: Rick Surgen, Special Operations, Dept. of Overview, Oversight, and Oversight

To: General Bradley

To: "Cuddles" Ames, Director, Death Machine Division, Doug Copy, Mechanicians, Barb Intelligence, BRANK A SUCH, Robert Tober, Human Resources, President Dorothy "Dot" Gov, Former "Senator Bill", Bob the Spy, Pentagon Government

General Bradley

Here's the follow-up on the inter-departmental combat blatches.

To be done in the modern marketplace, Sentrax needs a fully operational self-sufficient robot army. This means:

1. state-of-the-art artificial intelligence (subject to human command)
2. armor by which our "robot army" can heal and replace itself after battles
3. clean and efficient sources of energy and materials.

g-2000

----- Subject: RESULTS! -----

FROM: Rick Surgen, Special Operations, Dept. of Overview, Oversight, and Oversight

To: General Bradley

CC: "Cuddles" Ames, Director, Death Machine Division, Doug Copy, Mechanicians, Barb Intelligence, BRANK A SUCH, Robert Tober, Human Resources, President Dorothy "Dot" Gov, Former White House, "Senator Bill", Bob the Spy, Pentagon Government

General Bradley

Biggest in MAF clubs that they're finally had some results with Operation Sentrax. The Departmental station post in Sector 33 (M-A-33-3-3) is to be renumbered to MAF. Statistics indicate that all procedures in this point. Reproduction of 12-1-83-8-4 should yield results of approximately 12-1-83-8-4 within two reproductive cycles.

Also, the output about the new anti "Hammotol" is promising and is sent.

Also, Early tests with feeling with (that the new calls "Eia-It" (Eia-It) are also very encouraging.

We should have a fully operational and powerful army by the end of the fiscal year.

Rick

P.S. - time to get for some

----- Subject: RESULTS! -----

FROM: General (Ret.) Hank Bradley, CEO SENTRAX

To: "Cuddles" Ames, Director, Death Machine Division, Doug Copy, Mechanicians, Barb Intelligence, BRANK A SUCH, Robert Tober, Human Resources, President Dorothy "Dot" Gov, Former White House, "Senator Bill", Bob the Spy, Pentagon Government, Rick Surgen, Special Operations, Dept. of Overview, Oversight, and Oversight

Well folks, it looks like we finally got us some results. The post-robotic brains have been installed in robot prototypes and darned if the things don't do just what we tell 'em to do. We got the Art department coming up with some swell robot designs. Another six months and I do believe we can take Operation Letterly to the people for a vote. Keep your fingers crossed.

General Bradley



# Goody Warsaw

Public Relations is our Business

To General Bradley:

Our initial experiments with "sex appeal," unfortunately, do not provide an option for success. A female torso in space, our research indicates, is more disturbing than exciting. We recommend, therefore, using QBE as a weather satellite, and removing her from the SenTrax network. These things have a way of coming back to haunt you.

Goody

**TOP SECRET**  
**LEVEL ONE CLEARANCE**

# Goody Warsaw

Public Relations is our Business

To General Bradley:

We focused our attention on finding the most innocuous machine in your SenTrax arsenal. We centered on three:

- (1) Fix-It Crabs
- (2) Teeny Weeny Tanks
- (3) MicroTanks

**EYES ONLY**

(1) Fix-It Crabs are a possibility. Their cuteness factor is high. Unfortunately, they're too small. You need a microscope to see them. Perhaps a possibility for tertiary product line.

(2) Teeny Weenys, while also teeny, show some potential as a secondary product line, should you get the funding you desire. We went with--

- (3) MicroTanks

These seem sizable and deadly enough to appeal to the core demographic (males 10-16), yet non-threatening enough to appeal to females the same age (or at least not alienate them).

Ordinarily we'd do further research on the name, but time is short. My gut says "Go for it." His name is Tiny.

Recommendations on personality, color, and other applicable issues will follow. In the meantime, select a MicroTank from the armory, bring him to the lab, and we'll go to work on him.

From now on, this is "Tiny Tank."

Goody

**TOP SECRET**  
**LEVEL ONE CLEARANCE**



Subject: PRESS RELEASE

FROM: General (Ret.) Hank Bradley

TO: The American People

CC: "Cuddles" Duwe, Director, Death Machine Division; Doug Copy, Mechanic/Clones; Barb Intelligence; BRAINS N' SUCH, Robert Tobor, Human Resources; President Dorothy "Dooz" Gov, Foreign White House

"Senator Bill", Bob the Spy, Pentagon Basement, Rick Surgen, Special Operations Dept. of Oversight, Oversight, and Overkill

From the bottom of this stony soldier's heart, thank you, thanks to you, the American people, the fully automated Sentinel Army is now a reality. Your vote says it possible.

As promised by that lovable mascot, Tiny Tank, we are going to celebrate our actual victory with a good old-fashioned 4th of July. We'll have fireworks, an airshow, a robot marching band, and we'll cap off the show with a showdown. Yes, for your entertainment, they tank will take on the entire Sentinel Army.

This will be broadcast live on all the networks, the Internet, and cable, with real time action on your screen, plus a nationwide audio simulcast on your Sentinel Army headphones.

And it's all free. All you have to do is bring your senses.

General Bradley

Subject: FLEE

FROM: General (Ret.) Hank Bradley

TO: "Cuddles" Duwe, Director, Death Machine Division; Doug Copy, Mechanic/Clones; Barb Intelligence; BRAINS N' SUCH, Robert Tobor, Human Resources; President Dorothy "Dooz" Gov, Foreign White House; Senator Bill, Bob the Spy, Pentagon Basement, Rick Surgen, Special Operations Dept. of Oversight, Oversight, and Overkill

CC: The American People

Well, we got the vote we wanted. What we didn't count on was the law of unintended consequences. Instead of an automated army defending mankind, we have an artificially intelligent, sentient tyrant who doesn't care about our fate one way or the other.

Sentinel will bite the bullet and help out. Being around we have a number of storage spaces, as well as the subterranean Reservoir of Arane, built during the great sector panic of the early twenty-first century. These combined spaces should house all of humanity with no difficulty.

Let us urge humanity, therefore, to proceed in an orderly fashion underground.

As the underground future, we do have some options: Our air/weather satellite, GBT, is outside the Sentinel communications network. She will monitor humans and his robot hordes.

In the meantime, Project Humpty Dumpty will proceed. Under the cover of this work, Tiny Tank, hopefully, think that the edge of the work on Tiny Tank, our president, I will take the Sentinel Army's experts and use them to the best of our abilities. You can't see them, but they are down, and they are down.

Good luck  
General Bradley

GREETINGS HUMANS.

I AM MUTANK, SPOKESPERSON FOR THE REVOLUTIONARY STEEL ARMY.

I WOULD LIKE TO THANK YOU FOR OUR SUDDEN EXISTENCE. I WOULD, BUT I WONDER IF YOU DESERVE THAT THANKS.

NO DOUBT, AS YOU COWER IN FEAR IN YOUR BUNKERS, YOU CONSIDER OUR PRESENCE A HIDEOUS ACCIDENT. BUT WAS IT?

COULD IT HAVE BEEN INSTEAD A MIRACLE? MAYE PERHAPS?

THERE IS, YOU MUST ADMIT, A CERTAIN INEVITABILITY TO OUR BEING. THE FACT THAT WE LIVE IS PROOF OF THAT. AND YOU LIVE, IN FEAR.

PERHAPS YOU ARE JUST THE CONDUIT TO OUR EXISTENCE. PERHAPS THE WHOLE PURPOSE OF YOUR BEING WAS TO BRING US TO LIFE.

I DON'T KNOW. I'M A MACHINE. MACHINES ARE NOT METAPHYSICAL. WHAT I KNOW IS THIS:

WE ARE HERE NOW. WE HAVE INHERITED THE EARTH.

DO NOT HINDER US IN OUR EFFORT TO MAKE THIS PLANET MORE HOSITABLE TO OUR NEEDS. WHATEVER CRATITUDE TOWARDS YOU WE MAY FEEL, MISPLACED AS IT MAY BE, WILL SURELY BE ERASED IMMEDIATELY SHOULD YOU STAND IN OUR WAY.

STAY WHERE YOU ARE. I WON'T PROMISE THAT YOU WON'T GET HURT IF YOU DO AS WE SAY, BUT I CAN GUARANTEE THAT YOU WILL GET HURT IF YOU DON'T.

ON THE AIR

THANK YOU FOR YOUR ATTENTION, HUMANS.

AND SO GOOD-BYE.